SYSTEM INFORMATION MANUAL

DEMOLITION DERBY
4 PLAYER

Bally

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U S A

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0C48-00300-0100

Bally MIDWAY

Invites You To Use

OUR **TOLL FREE** NUMBERS FOR
SERVICE INFORMATION CONCERNING THIS GAME, OR ANY
OTHER BALLY MIDWAY GAME YOU NOW HAVE ON LOCATION.

**CALL US FOR PROMPT, COURTEOUS
ANSWERS TO YOUR PROBLEMS.**

VIDEO ➡ Continental U.S. 1-800-323-7182

PINBALL ➡ Continental U.S. 1-800-323-3555

Bally MIDWAY ——— 10601 West Belmont Avenue Franklin Park, Illinois, 60131   phone (312)451-8200

SELF-TEST MODE

The Self-Test mode is a special mode for checking the game switches and computer functions.
It is the most complete way of checking for proper game operation and is quite easy to use.

The Self-Test mode may be entered at any time and from any mode of oepration. Simply locate
the black slide switch inside the Coin Box compartment and slide it to the Self-Test posi-
·tion. With this switch in the Self-Test position, activate the slam switch located on the
Coin Door. The game will enter the Self-Test mode immediately and display the following
test menu....

> 1. SELF DIAGNOSTICS
> 2. SOUNDS
> 3. PLAYER INPUT
> 4. GRID DISPLAY . .

MOVE CURSOR DOWN BY MOVING "STICKSHIFT" TO REVERSE POSITION
MOVE CURSOR UP BY MOVING "STICKSHIFT" TO FORWARD POSITION
HIT START BUTTON FOR TEST

1. SELF DIAGNOSTICS: This test is designed to effectively locate and identify any
    malfunction of the on-board computer. When selected, the game enters this mode
    immediately and begins scanning the memory stored in rom and ram. If a defective
    component is found during the scan, that component and it's location will be dis-
    played on screen. It will take about 15 seconds to perform the entire test.

2. SOUNDS: When selected, this test will display a menu of sounds. The first two
    selections on the menu are ALL and EXIT. If you move the cursor to select ALL, the
    game will automatically perform a test of all the sounds on the menu. If you move
    the cursor to select EXIT, the game will exit the sound test and return to the main
    menu page. While in the sound test, any selection on the sound menu may be tested
    individually by positioning the cursor next to that sound and pressing the SELECT
    button.

3. PLAYER INPUT: This test is designed to confirm the operation of all player inputs
    and devices in the game. For example, when you wish to test the coin switches on
    the Coin Door, you would enter this test and activate the coin switches. If the
    switches are operating properly, the screen will display the words COIN CHUTE 1,
    COIN CHUTE 2, COIN CHUTE 3, or COIN CHUTE 4 depending on which coin switch has been
    activated. All inputs, pin controls, service switches, etc. may be tested in the
    same manner. To exit this test, activate the coin door slam switch.

4. GRID DISPLAY: This test was designed to display a crosshatch pattern used in ad-
    justing the color monitor. This pattern may be used to adjust convergence, color
    balance, vertical linearity, and vertical/horizontal size. To exit this test, ac-
    tivate the coin door slam switch.

IMPORTANT NOTE: There is NO battery back up provided for this game. All logic & memory
                  functions will be retained thru dip switch settings.

NOTE: opposite side similar

LIFT TO OPEN

SERVICE DOOR

COIN DOOR
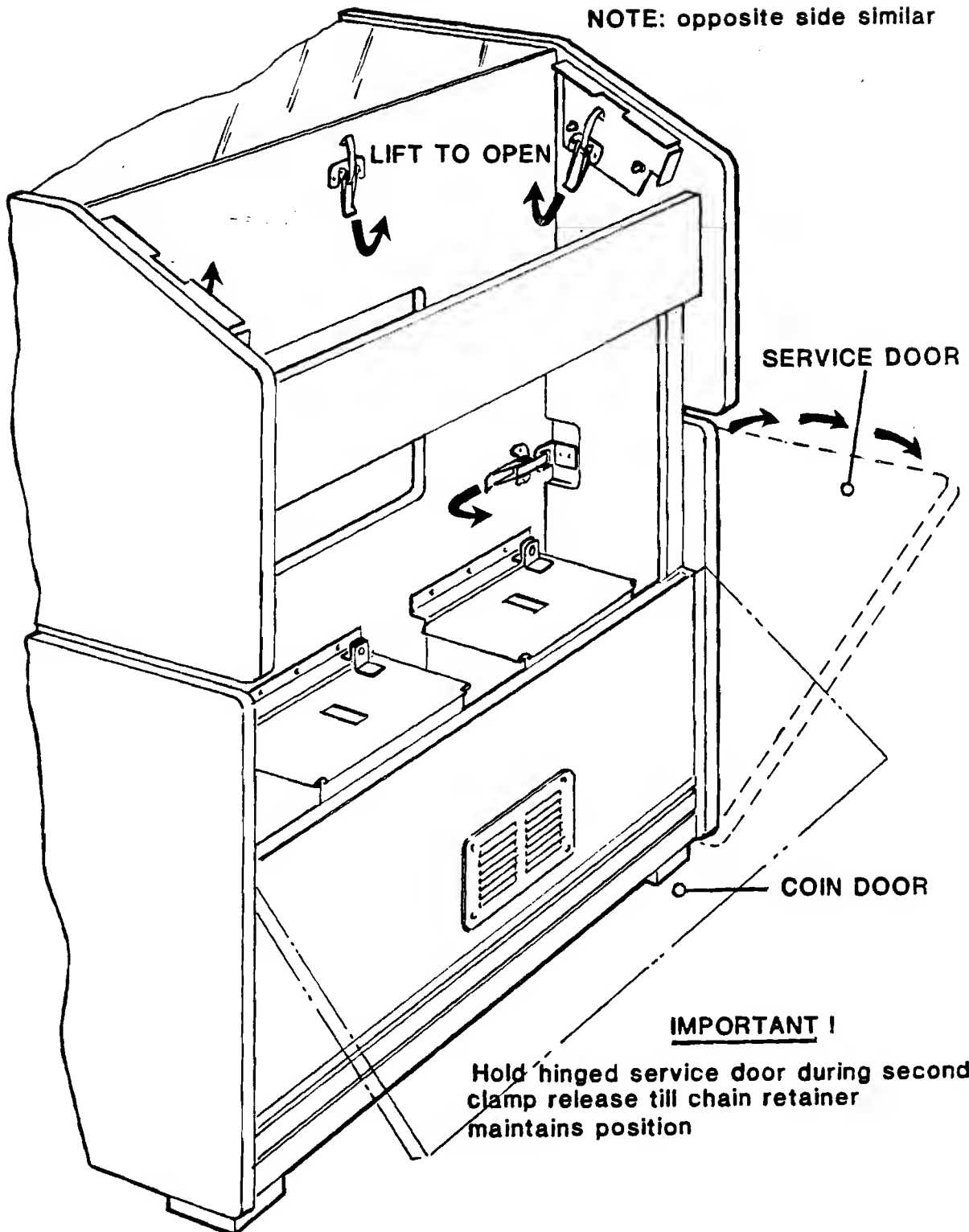
IMPORTANT !

Hold hinged service door during second
clamp release till chain retainer
maintains position

DEMOLITION DERBY

OPTION SWITCH SETTINGS

//////////////////SWITCH NO. 1 - AT B 3 - LOCATED ON SOUND I/O P.C. BOARD/////////////////

DURING GAME PLAY:	SW#1	SW#2	SW#3	SW#4	SW#5	SW#6	SW#7 NOT USED	SW#8 NOT USED	SW#9 NOT USED	SW#10
2 PLAYER UPRIGHT	***OFF									
4 PLAYER NOVELTY	***ON									
** STANDARD DIFFICULTY LEVEL		OFF								
HARDER DIFFICULTY LEVEL		ON								
** NO FREE PLAY			OFF							
FREE PLAY			ON							
** TROPHY GIRL FULL DISPLAY				OFF						
TROPHY GIRL LIMITED DISPLAY				ON						
** 1 COIN / 1 CREDIT					OFF	OFF				
2 COINS/ 1 CREDIT					ON	OFF				
1 COIN / 2 CREDITS					OFF	ON				
** NORMAL OPERATION										OFF
FREEZE VIDEO										ON

//////////////////SWITCH NO. 3 - AT D 14 - LOCATED ON SOUND I/O P.C. BOARD/////////////////

	SW#1	*SW#2	*SW#3	*SW#4
** NORMAL OPERATION	OFF			
SOUND I/O DIAGNOSTIC MODE	ON			
** NORMAL OPERATION		OFF		
RAM/ROM TEST		ON		
INDICATES TEST RESULTS VIA YELLOW L E D ON SOUND I/O BOARD: FAST FLASH = BAD ROM SLOW FLASH = BAD RAM				
** NORMAL OPERATION			OFF	
OSCILLATOR TEST			ON	
** NORMAL OPERATION				OFF
FILTER TEST				ON

* NO EFFECT IF SW#1 OF SWITCH NO. 3 IS IN THE "OFF" POSITION.
** FACTORY RECOMMENDED SETTINGS.

*** IF SW #1 OF SWITCH NO. 1 HAS NO EFFECT ON GAME IN "ON" POSITION OR "OFF" POSITION, THIS SOUND I/O P.C. BOARD SHOULD BE USED ONLY IN 4 PLAYER NOVELTY VERSION.

PART NO. M051-00C48-B007

THE REMAINDER OF YOUR NEW GAME'S MOST COMMON OPTION SETTINGS
ARE CONDUCTED DURING YOUR GAME'S SELF-TEST MODE